

Dont 1 Please A Richard My Im Parents Roberts Supervillain Tell

[#Richard Roberts](#) [#supervillain secret identity](#) [#parents supervillain](#) [#supervillain origin story](#) [#dont tell secret](#)

Explore the shocking truth about Richard Roberts as his secret supervillain identity threatens to be revealed. Discover how this dangerous secret impacts his unsuspecting parents and the world, posing a critical dilemma: to tell or not to tell.

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Please Don't Tell My Parents I'm a Supervillain

Penelope Akk wants to be a superhero. She's got superhero parents. She's got the ultimate mad science power, filling her life with crazy gadgets even she doesn't understand. She has two super powered best friends. In middle school, the line between good and evil looks clear. In real life, nothing is that clear. All it takes is one hero's sidekick picking a fight, and Penny and her friends are labeled supervillains. In the process, Penny learns a hard lesson about villainy: She's good at it. Criminal masterminds, heroes in power armor, bottles of dragon blood, alien war drones, shape shifters and ghosts, no matter what the super powered world throws at her, Penny and her friends come out on top. They have to. If she can keep winning, maybe she can clear her name before her mom and dad find out.

Please Don't Tell My Parents I Work for a Supervillain

What do you do when you have the wrong super powers? Magenta's older brother is a superhero. She's starting high school at the school where kids with powers go, including the famous Inscrutable Machine. Except, Magenta's powers are no good for fighting. Her potions are useful, not dangerous. Her other power is just humiliating. What Magenta has plenty of is determination, and she tries fighting a supervillain anyway. She fails. But for Magenta, failure is the beginning, not the ending. Suddenly she has a part-time job working for that same supervillain, who doesn't seem very villainous. She spends her afternoons buying mad science from smugglers, copying memories into a magic book, delivering messages to evil lawyers, and always, always, putting on a show. Soon, she's ducking heroes who want to save her from herself, and her best friends, who don't know the sidekick they're chasing is Magenta. Making sure her parents don't find out is the easy part.

Please Don't Tell My Parents I Blew Up the Moon

Supervillains do not merely play hooky. True, coming back to school after a month spent fighting—and defeating—adult superheroes is a bit of a comedown for The Inscrutable Machine. When offered the chance to skip school in the most dramatic way possible, Penelope Akk can't resist. With the help of a giant spider and mysterious red goo, she builds a spaceship and flies to Jupiter. Mutant goats. Secret

human colonies. A war between three alien races with humanity as the prize. Robot overlords and evil plots. Penny and her friends find all this and more on Jupiter's moons, but what they don't find are any heroes to save the day. Fortunately, they have an angry eleven-year-old and a whole lot of mad science...

Please Don't Tell My Parents I'm a Giant Monster

When an evil artifact offers you the power to turn into a monster, agreeing would be stupid. Mirabelle isn't stupid. She also doesn't have much choice. Her friends all have super powers that let them go on exciting adventures. Mirabelle's super power is to be made of glass, and walking across a room is dangerous enough. But the shiny rock won't shut up, and to get rid of it, she has to use its powers against it. She does that carefully, because Mirabelle isn't stupid. Until Mirabelle falls in love, and love makes everyone stupid. Now supervillains and superheroes are fighting over four pieces of the Heart of Vermiel, and a girl who breaks if she runs has to collect them all, or be broken. She has to turn into a monster on the outside without turning into a monster on the inside. Somewhere in this mess there has to be an ending that lets her stay alive, stay a good person, and maybe get a chance to run, and be angry, and break things just once. Besides, how many girls can say their boyfriend is a dragon?

Please Don't Tell My Parents You Believe Her

Middle school supervillain Penny Akk has defeated every challenge thrown against her. She has bested heroes, villains, weirdos who can't make up their minds, robots, aliens, friends, rivals, enemies, natural disasters, secret admirers, and her own shyness. Now she has only one opponent left. Her own super power. ...and the other Penny who stole it.

Please Don't Tell My Parents I'm Queen of the Dead

Avery Special is the world's only living necromancer, and she's pretty bad at it. She also just moved to L.A., where trouble has been waiting for a necromancer. Trouble that doesn't care how strong she is, or that she's only fifteen. Monsters, magical artifacts, occultists and television producers only care that a real necromancer is back. There are definitely upsides. Chris, Annie, Sue, and Peggy have their own creepy super powers and are the best friends a girl could hope to make on her first day in a new city. Her Pudgy Bunny coloring book can teach her more than a stack of grimoires. Her ghostly ancestors are so eager to help it's annoying. Not that she has time for any of that, because Chris and Sue are both in love with her.

Please Don't Tell My Parents I Saved the World Again

Magic, mad science, and teenagers are a recipe for trouble. As the only living necromancer, fifteen-year-old Avery Special has too much trouble as it is. Trying to use her dark powers for good, she awakens a cyborg from a coma. The superintelligent Tonika is grateful and full of plans to help Avery help others, but the more Avery helps, the more trouble she gets in. Her parents are worried. Her boyfriend and girlfriend are lonely. A robot-possessing ghost is on the loose. Oh, and she stole a crystal ball from a museum. How much helping is too much? Can she afford to not help when the ultimate evil mad scientist tries to destroy the world?

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Please Don't Tell My Parents I Have a Nemesis

It's summertime for supervillains! Or maybe not, because for Penelope Akk, there is still one foe she has yet to defeat: her own reputation as Bad Penny. It's been a fun ride: fighting adult heroes, going to space, and inspiring the rest of her school to open up about their own powers. Sooner or later, that ride

has to end, and with school out of the way Penny is hatching a mad scheme to end it on her own terms. Will that go smoothly? Of course not. Penny's left too many unsolved problems behind her already, like ghosts, seriously crazy friends, and angry little girls from Jupiter. One by one, they'll have to be dealt with before she can do battle with herself. She'd better hurry, because her parents are closing in. Whether she confesses or not, this time they will find out her secret.

Please Don't Tell My Parents I've Got Henchmen

What would middle school be like if half your classmates had super powers? It's time for Penny Akk to find out. Her latest (failed) attempt to become a superhero has inspired the rest of the kids in her school to reveal their own powers. Now, all of her relationships are changing. She has a not-at-all-secret admirer, who wants to be Penny's partner almost as much as she wants to be Penny's rival. The meanest girl in school has gained super powers and lost her mind. Can Penny help her find a better one? Can she help an aging supervillain connect with his daughter, and mend the broken hearts of two of the most powerful people in the world? And in all this, where will she find time for her own supervillainous fun, or even more dangerous, to start dating? It's going to be a long, strange semester.

Sweet Dreams Are Made of Teeth

"Have you ever had the nightmare of being chased by a beast? Then you've met Fang. He'll be the first to admit that he's a very simple nightmare. All he knows is hunting your dreams and dragging them into the Dark. He's not ready for his life to get complicated. He's not ready to be dragged into his best friend's schemes to make dreams so terrifying they break people. He's not ready to love, or to be loved, or to meet someone who makes him happy. He's definitely not ready for those to be three different girls. He's not ready to grow up. When he does, one thing will stay the same. He'll stay an artist, and he'll paint your dreams with fear until they're beautiful"--Amazon.com.

A Spaceship Repair Girl Supposedly Named Rachel

One minute, Rachel is taking a break from babysitting. The next, she's escaping the Earth on a pedal-powered interplanetary bus. It could happen to anybody. It could. Generally it doesn't, but it could. Because what Rachel soon learns is that Earth is infected with Math, which is why we look at our solar system and see freezing balls of ice, gas, and rock whirling lifelessly through a hostile void. Everyone else sees air pirates sailing the Seven Skies of Saturn, the endless exciting fight scenes of Mars, the sullen ghosts of Pluto, and much more. "More" including the Lighthouse of Ceres, the waypoint for all travelers of the solar system. That's where Rachel ends up, and where she finds out her hobbies of sketching and storytelling make her a genius at repairing Math-free spaceships. She loves it, and no one makes her reveal she's from the quarantined, much-feared planet Earth. Instead they make up their own ideas of who she is and where she's from. Very dangerous ideas...

Wild Children

Bad children are punished. Be bad, a child is told, and you'll be turned into an animal, marked with your crime. The Wild Children are forever young, but that, too, can be a curse. Five children each tell a different story of what they became: One learns that wrong can be right, and her curse may be a blessing. Another is so Wild he must learn the simplest lesson, to love someone else. An eight-year-old girl must face fear and doubt as she dies of old age. Love and strangeness hit the lives of two brothers in the form of a beautiful flaming bird. Finally, the oldest child learns that what is right can be horribly wrong. Together they tell a sixth story, of a Wild Girl who can't speak for herself, and doesn't seem Wild at all.

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Valour

The second epic fantasy in The Faithful and the Fallen series, *Valour* by John Gwynne carries all of the excitement of the first. The Banished Lands are torn by war as the army of High King Nathair sweeps the realm challenging all who oppose his holy crusade. Allied with the manipulative Queen Rhin of Cambren, there are few who can stand against him. But Rhin is playing her own games and has her eyes on a far greater prize . . . Left for dead – her kin have fled and her country is overrun with enemies – Cywen fights to survive. But any chance of escape is futile once Nathair and his disquieting advisor Calidus realize who she is. They have no intention of letting such a prize slip from their grasp. For she may be their one chance at killing the biggest threat to their power. Meanwhile, the young warrior Corban flees from his conquered homeland with his exiled companions, heading for the only place that may offer them sanctuary. But to get there they must travel through Cambren, avoiding warbands, giants and the vicious wolverines of the mountains. And all the while Corban struggles to become the man that everyone believes him to be – the Bright Star and saviour of the Banished Lands. Embroiled in struggles for power and survival, the mortal world is unaware of the greatest threat of all. In the Otherworld, dark forces scheme to bring a host of the Fallen into the world of flesh to end the war with the Faithful, once and for all. Continue the fantasy series with *Ruin and Wrath*, start the series with *Malice*.

I Did Not Give That Spider Superhuman Intelligence!

From the internationally bestselling author of *Please Don't Tell My Parents I'm a Supervillain* comes the story of Spider, Mourning Dove, Goodnight, Mish-Mosh, and Psychopomp! Before there was *Bad Penny* and the *Inscrutable Machine*... there was *TEAM TINY*! Being a superhero should be fun. After all, a world of super powers is a world where amazonian juggernauts made of candy battle guys in spandex that drive talking cars. Irene loves that weirdness, loves the game of fighting, and loves being a four foot tall woman who still gets to drop big heavy objects on villains' heads. In 1980, that fun is in danger. A mad scientist who murders people for his research has everyone afraid. Two of the friendliest super powered rivals around stop playing and go for the kill. If superheroes and villains aren't safe in their own homes, how can having powers be anything but a nightmare? Irene will not let that happen. She wants to show her friends—a ten-year-old grim reaper and a zombie mish-mosh of living and metal parts—that their lives don't have to be grim. With the help of a superintelligent spider, Team Tiny will make the world fun again. Except maybe it's the spider who's in charge after all...

You Can Be a Cyborg When You're Older

In the bleak future of West Angel City, Vanity Rose is having a great time. She has a loving robot caretaker, a fake elf for a sister, and she roams the walls of West Angel's endless skyscrapers every night, thanks to her precious gravity shoes. What Vanity doesn't have are money and adventure, but she has a plan to get both. She's going to walk the dark side, joining the thieves and mercenaries who get paid to do all the little jobs that make a corrupt city go around. She'll only have to deal with killer robots, vengeance-crazed and not very bright computer programs, cyborg vampires, telepathic capybaras, mean girl mech pilots, and have every homemade weapon in the city pointed at her. Fourteen is old enough for that, right?

Glen and Tyler's Honeymoon Adventure

Tyler can't inherit unless he gets married ... and when Glen proposes, hijinks ensue. Follow the guys on their world-spanning adventure as they defeat mobsters, an evil step-mother, a rakish brother-in-law and pirates. No, really -- pirates! Plus there's an underground super-base. And hockey. Come for the romance, stay for the hockey.

Batman: The Court of Owls Saga (DC Essential Edition)

Hidden for years, the mysterious Court of Owls surface in Gotham City--what must Batman do to defeat them and what deadly connection do they have to his past? Scott Snyder and Greg Capullo's masterpiece epic is collected in its entirety in trade paperback for the first time ever! After a series of brutal murders rocks Gotham City, Batman begins to realize that perhaps these crimes go far deeper than appearances suggest. As the Caped Crusader begins to unravel this deadly mystery, he discovers a conspiracy going back to his youth and beyond to the origins of the city he's sworn to protect. Could the Court of Owls, once thought to be nothing more than an urban legend, be behind the crime and corruption? Or is Bruce Wayne losing his grip on sanity and falling prey to the pressures of his war on crime? Considered one of the greatest stories in the Dark Knight's historic lore, *BATMAN: THE*

COURT OF OWLS SAGA is an epic tale told by two of comics' finest storytellers. Collects issues #1-11 of BATMAN, as well as bonus material including sketches, scripts, design concepts and variant covers.

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A Rag Doll's Guide to Here and There

What would you do with an enchanted kingdom of living puppets? Would you look for adventures, or enjoy the sights of a stranger than strange land? Would you rest and make friends in this one safe place, or build new wonders for the next child who needs a refuge? Would you rule? Would you smash your toys, because the outside world hurts? Two girls have come to the land of Here and There, and a little doll named Heartfelt was the first to meet them both. Sandy wants to heal and create, but doubts herself. Heartfelt has to help her believe, because Charity has no doubts at all. In the process, maybe she'll ask the question no one else has—what do dolls want?

Quite Contrary

The secret of having an adventure is getting lost. Who ever visited an enchanted kingdom or fell into a fairy tale without wandering into the woods first? Well, Mary is lost. Mary is lost in the story of Little Red Riding Hood, and that is a cruel and murderous story. She's put on the red hood and met the Wolf. When she gives in to her Wolf's temptations, she will die. That's how the story goes, after all. Unfortunately for the story and unfortunately for the Wolf, this Little Red Riding Hood is Mary Stuart, and she is the most stubborn and contrary twelve-year-old the world has ever known. Forget the Wolf's temptations, forget the advice of the talking rat trying to save her—she will kick her way through every myth and fairy tale ever told until she finds a way to get out of this alive. Her own way, and no one else's.

A Night in the Lonesome October

"One of Zelazny's most delightful books: Jack the Ripper's dog Snuff narrates a mad game of teams to cause or prevent armageddon." NEIL GAIMAN All is not what it seems. In the murky London gloom, a knife-wielding gentleman named Jack prowls the midnight streets with his faithful watchdog Snuff – gathering together the grisly ingredients they will need for an upcoming ancient and unearthly rite. For soon after the death of the moon, black magic will summon the Elder Gods back into the world. And all manner of Players, both human and undead, are preparing to participate. Some have come to open the gates. Some have come to slam them shut. And now the dread night approaches – so let the Game begin. Praise for A Night in the Lonesome October: ". . . this book is unique; the premise, Zelazny's writing and the atmosphere conjured up are something very special indeed." "A geek fest extraordinaire with huge wit, warmth and intelligence." "An absolute gem – how can you not to like something written from the perspective of Jack the Ripper's super-intelligent dog?! An outstanding example of truly original fiction." "This is pure brilliance . . . Highly recommended." Editorial reviews: "The last great novel by one of the giants of the genre." George R.R. Martin "A madcap blend of horror tropes and fantasy. . . There aren't many authors who would set out to write a novel in which the Wolfman and Jack the Ripper were the two heroes . . . And I'm not sure anyone else could have made it work." Science Fiction Chronicle "Sparkling, witty, delightful. Zelazny's best for ages, perhaps his best ever." Kirkus Reviews "A cheerful, witty, well-crafted fantasy . . . Its deft, understated good humor and spare, poetic prose reaffirm Zelazny as one of fantasy's most skilled practitioners." Publishers Weekly

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The Rules of Supervillainy

Gary Karkofsky is an ordinary guy with an ordinary life living in an extraordinary world. Supervillains, heroes, and monsters are a common part of the world he inhabits. Yet, after the death of his hometown's resident superhero, he gains the amazing gift of the late champion's magical cloak. Deciding he prefers to be rich rather than good, Gary embarks on a career as Merciless: The Supervillain Without Mercy. But is he evil enough to be a villain in America's most crime-ridden city? Gary soon finds himself surrounded by a host of the worst of Falconcrest City's toughest criminals. Supported by his long-suffering wife, his ex-girlfriend turned professional henchwoman, and a has-been evil mastermind, Gary may end up being not the hero they want but the villain they need.

Unstoppable Increase: Keys to Unlocking The Abundant Life God Has for You

What is our part when it comes to walking in unstoppable increase in our lives and what does the God-kind of increase look like? God is an "if-then" God. When we want to see God move in our lives, we have to do something first. Then—and only then—will He do His part. He promises us in His Word salvation, healing, provision, restoration, wisdom and increase... but only if we believe, receive, confess, obey and give to Him in faith, believing for our harvests. Only He can do what He can do. But only you and I can do what we can do. Perhaps you've been through some sort of wilderness experience and you've wondered, Where is God in all this? There is a real devil in the world, and according to God's Word in John 10:10, he is working overtime to steal, kill and destroy. But that scripture also says Jesus is present in your life too, and He has come so you could have life...abundant life...life that is overflowing with provision and filled with increase in every area...spirit, soul and body.

Defenders: The Best Defense

An unsolvable murder. An aquatic doorway to nothingness. A wanderer at the end of time. And a cosmic train of planetary proportions. Four seemingly-unrelated events that will require the powers and insights of the members of the greatest Non-Team of them all, the original DEFENDERS, to connect the dots and challenge the strange power behind these disconnected happenings-before all of reality pays the price! Doctor Strange! The Immortal Hulk, Namor the Sub-Mariner! The Silver Surfer! Don't call them a team-all them the DEENDERS! COLLECTING: DEFENDERS 1, DOCTOR STRANGE: DEFENDERS 1, HULK: DEFENDERS 1, NAMOR: DEFENDERS 1, SILVER SURFER: DEFENDERS 1

X-Men

Bailey Hoskins has just discovered that he's a mutant. For someone who's never been special, never stood out, this could be his big moment. But as he gains entry into the halls of Xavier's School for Gifted Children, what exactly is his gift? He's used to being hated, but is he anything to be feared? Bailey struggles to find a place alongside his fellow students, but the X-Universe is a big one - perhaps Mystique will see his potential. Or could Magneto have just the mission for him? Max Bemis, front man of the band Say Anything, makes his Marvel debut with the story of a misfit among misfits, just trying to fit in. Bailey Hoskins? Worst. X-Man. Ever. COLLECTING: X-MEN: WORST X-MAN EVER (2015) #1-5.

Schooled in Magic

Emily is a teenage girl pulled from our world into a world of magic and mystery by a necromancer who intends to sacrifice her to the dark gods. Rescued in the nick of time by an enigmatic sorcerer, she discovers that she possesses magical powers and must go to Whitehall School to learn how to master them. There, she learns the locals believe that she is a "Child of Destiny," someone whose choices might save or damn their world... a title that earns her both friends and enemies. A stranger in a very strange land, she may never fit into her new world... ...and the necromancer is still hunting her. If Emily can't stop him, he might bring about the end of days.

Macbeth

This is not your parents' Macbeth or the one you read in high-school English class. A dark and bloody tale of a Scottish lord and his beloved wife trying to save their eleventh-century kingdom from its corrupt king, *Macbeth: A Novel* hurtles toward listeners in gripping contemporary prose, thanks to novelists David Hewson and A. J. Hartley. With the verve of today's fast-paced thrillers, Hewson and Hartley create an electrifying tapestry out of Shakespeare's tale, relaunching two of literature's most powerful characters. Macbeth, a loyal servant to the Scottish crown, has shed blood time and again for his homeland. And yet the country is crumbling around him, torn apart by warring clans and foreign marauders and ruled by a corrupt, self-serving king. Desperate to preserve the kingdom, Macbeth and his wife, Skena, craft an ambitious plan to keep Scotland whole, never intending the tragic spiral of murder, treachery, and personal collapse that ensues.

Supervillainy and Other Poor Career Choices

Engineer. Survivor. Supervillain. When a down on his luck engineer ends up coming into possession of a rundown suit of power-armor, he sees an opportunity to make some quick cash by selling it off to the nearest supervillain. Unfortunately for him, what should have been a quick and easy sale to pay off his debts quickly grows into an ongoing series of events that serve only to drag him deeper and deeper into the criminal underbelly of the city he calls home. In no time at all, Erich finds himself fending off Neo-Nazi gang members, crazed capes, and the dangerous affections of his newest employer's criminally insane daughter. All he wanted to do was make a quick buck...

Magic and the Shinigami Detective

"When the Night Foxes boldly break into the Fourth Precinct's Evidence Building, it causes quite the stir. The break-in is daring enough, but their method shreds the magical wards and protections on the building like confetti paper. As a Magical Examiner, Henri Davenforth is of course immediately called in. Quite to his astonishment, Captain Gregson has him work the case like a detective. Even more astounding, he assigns Henri a partner. The Shinigami Detective. The woman is famous for killing the most destructive rogue witch of the century. Henri is just baffled. What is he supposed to do with a partner? Hopefully killing one witch makes Jamie Edwards enough of an expert on magic to be helpful, as the thieves aren't content to just break into one building. They in fact seem to have an agenda, as with each theft, they take magical objects. It's all mounting to a dangerously powerful magical construct capable of toppling the wards on any building. And no one has any idea what the thieves' true target is."--Back cover.

More Than Meets the Eye

As Rodimus leads his crew to the gates of heaven, an ancient plan comes to fruition and larger forces close in.

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H. I. V. E - The Higher Institute of Villainous Education

When they are swept away to a hidden academy for training evil geniuses, Otto, a brilliant orphan; Wing, a sensitive warrior; Laura, a shy computer specialist; and Shelby, an infamous jewel thief, plot to beat the odds and escape.

Forging Hephaestus

Gifted with metahuman powers in a world full of capes and villains, Tori Rivas kept away from the limelight, preferring to work as a thief in the shadows. But when she's captured trying to rob a vault that belongs to a secret guild of villains, she's offered a hard choice: prove she has what it takes to join them or be eliminated. Apprenticed to one of the world's most powerful (and supposedly dead) villains, she is thrust into a strange world where the lines that divide superheroes and criminals are more complex than they seem. The education of a villain is not an easy one, and Tori will have to learn quickly if she wants to survive. On top of the peril she faces from her own teacher, there are also the capes and fellow apprentices to worry about, to say nothing of having to keep up a civilian cover. Most dangerous of all, though, are those who loathe the guild's very existence. Old grudges mean some are willing to go to any length to see the guild turned to ash, along with each one of its members. Even the lowly apprentices.

Writer's Market 2020

The Most Trusted Guide to Getting Published! Want to get published and paid for your writing? Let Writer's Market 2020 guide you through the process with thousands of publishing opportunities for writers, including listings for book publishers, consumer and trade magazines, contests and awards, and literary agents—as well as new playwriting and screenwriting sections. These listings feature contact and submission information to help writers get their work published. Beyond the listings, you'll find articles devoted to the business and promotion of writing. Discover 20 literary agents actively seeking writers and their writing, how to develop an author brand, and overlooked funds for writers. This edition also includes the ever-popular pay-rate chart and book publisher subject index! You also gain access to: • Lists of professional writing organizations • Sample query letters • How to land a six-figure book deal

Tales of Capes and Cows

"Look, up in the sky, it's Ultragod!" Superheroes have conquered movies, television, video games, and (of course) the comic book. However, there's still a dearth of fantastic superhero literature out there. Tales of Capes of Cows is a wonderful collection of nine short stories, novelettes, and a novella about the text-based adventures of superheroes. Inside, you'll find stories about a supervillain recruited to kill Hitler before he wins WW2 using magic, a street level hero out to stop an insane AI, a group of young heroes befriending a powerful wizard, a daring jailbreak, and a 1960s romp with that era's modest heroes! Works by C.T. Phipps (Supervillainy Saga), David Niall Wilson (Hoods), Keith R.E. DeCandido (Super City Cops), Richard Roberts (Please Don't Tell My Parents I'm A Supervillain), and more!